Visual Arts Achievement Portfolio Printmaking (VA 1130) Student Art Teacher Parent School and District

Description of Printmaking

This is an entry-level course for the High School Visual Arts Core Curriculum. Printmaking teaches how to make fine art prints using studio processes such as relief, intaglio, planography, and stencil. With an emphasis on studio production, this course is designed to develop higher-level thinking, art-related technology skill, art criticism, art history, and aesthetics. *The prerequisite for this course is Foundations I or II.*

Explanation of Standards

There are two basic goals in a visual arts education: one, creating meaning in works of art, and two, perceiving meaning in works of art. The Utah State Visual Arts Core divides each of these goals into two standards. The resulting four art standards are Making, Perceiving, Expressing, and Contextualizing. These four divisions or standards organize the curriculum into manageable and related units and guide the student toward a deep and holistic comprehension of the Visual Arts. Each standard is broken into objectives, each objective into indicators. A scoring box is placed to the left of each objective. The student scores his or her achievement within each objective using a number ranging from 0 to 10. A legend is provided wherein the student and teacher tally both the average score from the objective boxes and the total number of indicators the class has studied.

Technology requirements for this class include computers with art/graphics software, color printer, image projectors, and appropriate new technologies.

Listed below are all of the courses presented in the Visual Arts Core Curriculum. There are additional, elective courses such as AP Art History and Studio Art available in many schools.

Art History and Criticism (VA 1210) Film Making (VA 1240)
Commercial Art and Electronic Media (VA 1250) 3-D Design (VA 1110)
Foundations I (VA 1100) Foundations II (VA 1200) Drawing (VA 1140)
Printmaking (VA 1130) Sculpture (VA 1230) Photography (VA 1170)
Painting (VA 1150) Ceramics (VA 1220) Jewelry (VA 1160)

Printmaking Student Achievement Portfolio

Media explored:			
Standard 1 MAKING Students will assemble and create prints by manipulating printmaking media and	Objective A: Critique printmaking. • Analyze prints regarding the use of art elements and principles.		
by organizing images with the elements and principles.			
Objective A: Refine techniques and processes in a variety of	• Examine the functions of printmaking.		
media.	• Interpret prints.		
• Experience and control a variety of media, including current arts-related technologies.	Objective B: Evaluate printmaking and prints.		
 Select and analyze the expressive potential of printmaking media, techniques, and processes. 	• Analyze and compare prints using a variety of aesthetic approaches.		
 Practice safe and responsible use of art media, equipment, and studio space. 	 Evaluate printmaking based on forming techniques, effective use of art elements and principles, fulfillment of functions, impact of content, expressive qualities, and 		
Objective B: Create prints using art elements and	aesthetic significance.		
principles.	Standard 3 EXPRESSING		
• Create expressive prints using art elements, including line, value, texture, space, shape, form, and depth.	Objective A: Create content in printmaking.		
Create expressive prints using principles, including repetition, emphasis, balance, and unity, to	 Identify subject matter, metaphor, themes, symbols, and content in printmaking. 		

Create prints that effectively communicate subject matter,

metaphor, themes, symbols, or

individually conceived content.

Standard 2 PERCEIVING

Students will find meaning by analyzing, criticizing, and evaluating prints.

emphasis, balance, and unity, to

organize the art elements.

 Create divergent, novel, or individually inspired applications of printmaking or art elements and principles that express content. Objective B: Curate prints 	 Use visual characteristics to group artworks into historical, social, and cultural contexts; e.g., cubist view of the Egyptians, tenebrism of the Baroque. Analyze the impact of time, place, 			
ordered by medium and content.	and culture on printmaking.			
 Organize a portfolio that expresses a purpose such as mastery of a medium, objectives of this Core, or significant content. 	 Evaluate own relationship with prints from various periods in history. Objective B: Synthesize printmaking with other educational subjects. 			
 Exhibit printmaking selected by themes such as mastery of a medium, Core objectives, and significant content. 	• Integrate printmaking with dance, music, and theater.			
Standard 4 CONTEXTUALIZING Students will find magning in	 Explore how printmaking can be integrated across disciplines. 			
Students will find meaning in printmaking through settings and other modes of learning.	Objective C: Evaluate the impact of printmaking on life outside of school.			
Objective A: Align prints according to history, geography, and personal	 Examine careers related to printmaking. 			
experience.	 Predict how printmaking can add to the quality of life and lifelong learning. 			
PRINTMAKING LEGEND Each box to the left of the objective contains a number that represents a level of achievement from				
this list:				
Distinguis				
Independe Fluent	nt 9 8			
Developin				
Novice	9 / 0-6			
This is the average of the numbers recorded in t.				
This is the percentage of indicators the class cor				

For resources to support progress through this document visit: http://www.usoe.k12.ut.us/curr/FineArt The space below is for written communication between student, teacher, and parent.

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